Good Times in Granite Gulch:
A 200-Word Wild West RPG
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Saddle up

Granite Gulch: a Wild West town full of unsavory cusses and wannabe heroes. To play, you're gonna need a trail boss (narrator), cowpokes (players), plus two decks o' cards.

Buildin' cowpokes

- Players assign **6 points** among **3 attributes**: Grit (strength, quickness), Guts (courage, charisma), and Guff (bravado, smarts).
- Create **skills**, 1 for each point (3 Grit = 3 strength-related skills). Skills might include:
    - **Grit**: punchin', ropin,'.
    - **Guts**: duelin', leadin'.
    - **Guff**: gamblin', lyin'.

Playin'

- The boss gets one deck o' cards; players get the other.
- The boss narrates what's happening.
- Players narrate how characters respond.

When characters' responses might fail, make a test. The player narrates how (I shoot using shootin!) Without a skill, use attributes (I shoot with Grit!)

The player draws the top card of her deck; so does the boss. Compare card ranks. Testing skills adds 3 to the rank (6 becomes 9).

- Player high: success.
- Boss high: failure.
- Player face card: awesome stuff happens.
- Boss face card: bad stuff happens.
- Ties go to players.
- Aces high.

Awesome & bad stuff

- Players decide awesome stuff (a disarmin' shot).
- The boss decides bad stuff (a jammed rifle).
- Both can happen in the same test.